



National Maker Faire Media Kit



NationalMakerFaire.com



FOR IMMEDIATE RELEASE

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National Maker Faire Celebrates Invention, Creativity, and Resourcefulness
Open-to-everyone event launches the first Week of Making
Friday and Saturday June 12-13, 2015, 11 a.m. -7 p.m., rain or shine

This weekend, the U.S. Chief Technology Officer, entrepreneurs and inventors from across the nation, and a 15-foot cardboard origami dinosaur are convening for an open-to-everyone celebration of science, technology, and art. The inaugural National Maker Faire will be a unique festival of invention, Do-It-Yourself (DIY) creation, and resourcefulness held on Friday and Saturday, June 12-13, 2015 from 11 a.m. to 7 p.m. at the University of DC.

Produced by NationOfMakers.org and Maker Media, the National Maker Faire builds upon momentum from the first-ever DC Mini Maker Faire and the inaugural White House Maker Faire from last year. From June 12-18, 2015, the White House and community members across the nation are celebrating a Week of Making focused on broadening participation and fostering a culture to support “makers of things, not just consumers of things.”

Attendees at this family-friendly, free event will have the opportunity to interact with technologies including electronic instruments, 3D printers, STEM (Science, Technology, Engineering, and Math) projects, textiles, crafting activities, homemade robots, and other exhibits. The event will showcase inventors from the local DC metropolitan area, as well as makers representing communities across America.

The National Maker Faire will celebrate diversity among makers, with representation from Historically Black Colleges and Universities (HBCUs) as well as Tribal Colleges, and Federal agencies and departments, including the U.S. Department of Homeland Security, the U.S. Department of Education, the National Science Foundation, the U.S. Department of Energy, the National Institutes of Health, the U.S. Department of Veteran Affairs, the U.S. Patent and Trademark Office, the U.S. Agency for International Development, the U.S. Small Business Administration, the Institute of Museum and Library Services, the National Institute of Standards and Technology, and the National Aeronautics and Space Administration.

On Friday, June 12, 2015, the Faire will host the American Innovation Speaker Series, with four panel presentations on Making across the United States: Exploring the Breadth of Making, Making in Communities and Education, Making in the Arts, and 3D Printing and Healthcare. Friday’s program will feature a fireside chat on Women in Making with the U.S. Chief Technology Officer, Megan Smith, and Founder and CEO of Brit + Co, Brit Morin.

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Federal government technologists and innovation gurus are spearheading a “Making in Government” area, where they will gather ideas on how the government can collaborate with the Maker community. The Faire will showcase a diverse collection of projects from individuals and organizations, including Federal and local government, nonprofits, academia, and industry. Highlights include:

1. Pump up the Bass to Douse a Fire <https://youtu.be/uPVQMZ4ikvM> - George Mason University student inventors demonstrate a fire extinguisher that uses low-frequency sound waves to douse a blaze. Engineering seniors Viet Tran and Seth Robertson now hold a preliminary patent application for their device.
2. Choctaw HS Solar Car - www.cchs.choctawtribalschools.com The Choctaw Central Solar Car Team is composed of Native American high school students; they will be bringing the solar car that they made and took to the World Solar Car Challenge in Australia.
3. 44 Daughters Dolls - <http://44daughters.com/> Sam Montgomery is a doll maker and holds workshops to teach others to make 44 Daughters Dolls. He was inspired to make the dolls when he was in a music college for kids with learning issues who are gifted in music. His collection suggests what it's like to be a family of people who are all different; he created them to show the world that we are all the same but also our own selves, and we should be accepted for who we are. His collection of dolls promotes diversity, and the 44 Daughters Dolls family has expanded, to include Sons, Same-Sex Couples, Cancer Survivors and Wounded Warriors.
4. Satellite Shelter - http://priyaganadas.in/?page_id=3663 The Satellite Shelter is a collapsible, single person shelter for use in extreme cold; it serves as a low-cost solution to help organizations provide temporary shelter for homeless individuals.
5. The Chaos Machine - <http://chaos.trader.name/> Craig Trader's Chaos Machine is a massive collection of tubes, tracks, motors and other widgets that can be used to move marbles around a layout that you build yourself. It's a bit like Lego, only with marbles racing around. The main components of the machine are produced in kits from Chaos Toy. What makes it chaotic is that anyone and everyone is encouraged to change the machine while it's in action.
6. DAI Maker Lab - <http://dai.com/our-work/solutions/dai-maker-lab> The DAI Maker Lab is applying tools and approaches from the maker movement to DAI's global development work. DAI is integrating makerspaces into its programming; by giving local populations access to the tools and knowledge to develop solutions to local problems, DAI creates opportunities for economic, youth, and workforce development, empowering communities to apply a new kind of hyperlocal technology to the challenges they face.
7. UMBC Pad - <http://www.umbcpad.com/> Amy Hurst's Prototyping and Design Lab (Pad) at the University of Maryland, Baltimore County, has a focus on making, prototyping, and design for the development of assistive technologies. Dr. Hurst's research also focuses on the involvement and empowerment of individuals with physical disabilities in the prototyping and design process to improve the adoption and compliance in the usage of assistive technologies.
8. Kit-Rex - <http://www.kit-rex.com/> Paper and cardboard dinosaurs of all sizes. The dinosaurs evolve from flat-packed kits, to turn into 3 ft long velociraptors and pterodactyls to Pteranodons with a 7 ft wingspan and a 15 ft long Utahraptor costume. These creatures open the imaginations of people young and old. Some walk, some fly, all inspire!

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9. Large Crowdsourced 3D printed Sculptures -<http://www.wethebuilders.com/> We the Builders creates huge sculptures from parts 3D printed by people around the world. People print an assigned piece and mail it to the artist, Todd Blatt, where he assembles them to make a large sculpture. We the Builders also partners with e-NABLE to print prosthetic hands for children around the world.

10. e-NABLE - <http://enablingthefuture.org/> e-NABLE is a global network of volunteers who are using their 3D printers, design skills, and personal time to create free 3D printed prosthetic hands for those in need – with the goal of providing them to underserved populations around the world. e-NABLE volunteers come from a variety of backgrounds, and include tinkerers, engineers, 3D-print enthusiasts, occupational therapists, university professors, designers, parents, families, artists, students, and teachers. Thanks to their generous donations of talent, time, and supplies, all e-NABLE devices are provided at no cost to the recipients.

11. Government Makes - 18 Federal agencies and departments are exhibiting or presenting at the Faire. In addition, the Faire will feature representatives from the Studio, a Performance Improvement Council “living lab” that brings together Federal staff for open dialogue and cross-agency collaboration, and the Ideation Community of Practice (ICOP), a network of over 250 Federal innovators from more than 25 different agencies, focused on government ideation and engagement. ICOP will be curating a prototype of a “Government Maker Initiative Playbook” at the Faire.

12. American Innovation Speaker Series (Friday June 12 only) - Panels and keynote presentations throughout Friday afternoon will address: Exploring the Breadth of Making, Making in Communities and Education, Women in Making, Making in the Arts, and 3D Printing and Healthcare.

13. HBCU Change Showcase (Friday, June 12, 3:00 - 4:30 pm) - This showcase is sponsored by the United Negro College Fund (UNCF), Association for Public Land Grant Universities (APLU), and the White House Initiative on HBCUs. Aimed at engaging students at HBCUs in identifying problems to solve in their communities and providing them with the tools, technologies and resources to develop ideas and prototype innovative solutions to these issues, students will work in interdisciplinary teams with the support of faculty mentors. The electronics company Sparkfun generously donated Inventor’s Kits, which include hardware for designing and prototyping, to each participating team. Participating schools include Bowie State University, Morehouse College, Spelman College, University of D.C., Jackson State University, North Carolina Central University, Florida Agricultural and Mechanical University, and Tuskegee University.

14. Unmanned Flight Lab (Saturday June 13 only) - Presented by the Small UAV Coalition and the DC Drone User Group, the Unmanned Flight Lab will showcase makers of small unmanned aerial vehicles (SUAVs) and feature flight demonstrations by expert pilots. Come see how SUAVs are made by hobbyists and business communities, and hear about SUAVs used for communication, security, citizen science and other applications.

...and so much more!

For more information, please visit nationalmakerfaire.com and follow updates on social media using #natlmakerfaire #NationOfMakers.

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About the Faire

The National Maker Faire What's it all about?

Facts and Stats

- 2015 marks the first year of the National Maker Faire
- There are 36 states exhibiting at the National Maker Faire
- The farthest state with a Maker exhibiting at the Faire: Hawaii
- There are 21 Colleges and Universities represented, including 6 Minority-serving Institutions (MSIs)
- Over 18 Government agencies represented, including NSF, USAID, IMLS, the U.S. Navy, the U.S. Army, NIST, DOE, NASA, DHS, the Smithsonian National Air and Space Museum, VA, USDA, NIH, America Makes, the Federal Laboratory Consortium, National Endowment for the Arts, GSA, and USPTO
- The most popular Maker categories: Education (26), 3D printing (22), Makerspaces (14), Electronics (12)
- The National Maker Faire expects 20,000 attendees over June 12 and 13
- Over 130 Makers will be showcased this weekend

How is the Maker Movement finding a place in Washington?

The Congressional Maker Caucus is a bipartisan group of 35 (and growing) lawmakers who recognize the power and importance of the Maker Movement. They're working to increase the movement's impact on education, workforce training, innovation, community development and manufacturing. This includes proposing legislation to strengthen STEM education, support innovators who want to take new products to market, and connecting community Makers to partnerships and resources. The caucus is led by Congressman Mark Takano of California, Mick Mulvaney of South Carolina, Tim Ryan of Ohio and Steve Stivers of Ohio.



Event Schedule

Opening and closing times for the National Maker Faire

Friday June 12: 11 a.m. – 7 p.m.

Saturday June 13: 11 a.m. - 7 p.m.

Friday, June 12

12:00 p.m. Exploring the breadth of making: Presentations will highlight the breadth of making, making to address challenges, and makers from diverse communities. Moderated by: Monica Basco, White House Office of Science & Technology Policy.

Panelists: Amy Hurst, University of Maryland Baltimore County; Eric Kuha, Leech Lake Tribal College; Nathan Johnson, Polytechnic School at Arizona State University; Chad Womack, United Negro College Fund; Althea Erickson, Etsy

1:00 p.m. Making in communities and education: In this session we will focus on makerspaces in formal and informal settings.

Panelists: Gene Sherman, Vocademy; Trey Lathe, Maker Education Initiative; Mark Takano, U.S. Representative for the 41st District of California; Mark Davidson, The Tech Toybox; Brigid Howe, Girl Scout Council of the Nation's Capital

2:00 p.m. Fireside Chat: Women in making: In this session discussions will highlight the accomplishments and stories of women makers.

Panelists: Megan Smith, United States Chief Technology Officer; Brit Morin, Founder and CEO, Brit + Co.

3:00 p.m. Break

4:00 p.m. Making in the arts: This session will explore the intersection of making, the arts, creativity, and innovation. Moderated by: Adriana Kertzer, National Endowment for the Arts.

Panelists: Emily Pilloton, Project H; Teri Rofkar, Alaskan Native Artist and Basket Weaver; Glenn Adamson, Museum of Arts and Design, New York

5:00 p.m. 3D printing and healthcare: Panelists will discuss 3D printed medical devices and how this personalization improves patient outcomes and quality of life. Moderated by: Maria Esquela, e-NABLE.

Panelists: Glenn Green, MD, University of Michigan; Tatiana Kelil, MD, Brigham and Women's Hospital, Harvard Medical School; Scott Summit, 3D Systems; John Wong, e-NABLE Evangelist



★ Maker Media Fact Sheet ★

What are Makers?

Makers are a global phenomenon of tinkerers, hackers, designers, builders, inventors, and crafters of all ages. Makers operate by a distinct set of values that include self-reliance combined with open-source learning, contemporary design and powerful personal technology. Their creations, often born in cluttered local workshops, garages, and bedroom offices, stir the imagination and spark the next generation of innovative products, devices and solutions destined to enhance our lives and lifestyles.

What does the Maker Movement stem from?

It's a natural progression of the 1970s counterculture stemming from the early Popular Science, The Whole Earth Catalog and Homebrew Computer Club, and it has grown up in recent years in the movements in DIY, robotics, Internet of Things (IoT) and more.

What is Make:?

Make: is a platform of content, community and commerce for connecting the people of the global maker movement. Make:’s role is to inspire, empower and connect makers everywhere.

What are Maker Faires?

Maker Faires are events that invite makers to meet in-person, share, learn, and participate in order to develop and inspire other individuals to discover their inner maker.

How big is Maker Faire?

- Over 130 events and 781,000 attendees in 2014.
- Expected to reach 1 million attendees in 2015.

Where have Make Faires been held in 2015?

Maker Faires are being hosted in the United States and across the world. Notables include:

- California has held the most, with seven Maker Faires statewide
- Six have been held in Texas, including Austin and Houston
- Ohio has hosted five, including Cincinnati and Cleveland
- Internationally, Maker Faires are making an appearance in Canada, Great Britain, Estonia, Malaysia and China, to name a few.

What is MakerSpace?

MakerSpace is a place to “show and tell” what you do and who you are, and in the process meet other Makers and discover what they are doing as well.

- MakerSpace solves the day after Maker Faire problem: How can we keep the conversations going? Where do we go now?
- MakerSpace captures the essence of the Maker Faire, a context for people to share and discover, it is a natural progression and extension of all things Maker.
- MakerSpace is a show-and-tell community platform where makers can share what they’re working on, create how-to’s, discuss projects, and follow and receive updates on the makers, projects, and events they love. In many respects, it’s just like Maker Faire.
- With every project a story, MakerSpace creates a record of what people are doing and the process.



★ Maker Media Fact Sheet ★

What is Maker Shed?

An e-commerce site where Makers can find DIY kits for projects that include robotics, wearables, toys and gadgets, as well as tools such as 3D printers, soldering irons, Arduino, and Raspberry Pi microcontrollers, and informational books and guides.

What is Maker Camp?

A FREE camp from Make: for exploring, making, and sharing. Online and in your neighborhood, Maker Camp delivers fun projects, videos, and epic virtual “field trips” to young inventors and artists around the world. Six weeks in the summer, the conversation continues year round.

What are Make: Books?

The publishing arm of Maker Media, Make: Books instruct, provoke, and delight. Including the popular Getting Started With series of how-to project-based texts, Make: Books introduce readers to the Maker Movement, encourage them to go further in their own explorations, and educate by offering hands-on, experiential learning that really matters.



★ Nation of Makers: ★ At A Glance

What is NationOfMakers.Org?

NationOfMakers.org is a Washington, DC-based nonprofit organization focused on broadening participation in Making—and providing opportunities in Science, Technology, Engineering, the Arts, and Mathematics (STEAM) for all. NationOfMakers.org celebrates the creativity, ingenuity, and diversity of America's Maker community, and is proud to co-produce the National Maker Faire. The team includes individuals from the DC Mini Maker Faire team (AAAS Science & Technology Policy Fellows, IDEASPACE, Revolution x Design, and the local DC community).

Why NationOfMakers.Org now?

Building upon the excitement generated by the DC Mini Maker Faire, the White House Maker Faire, the Congressional Maker Caucus, and increased Federal agency activity around making, the time is now:

- To build on the national interest in making
- To reach diverse communities who have yet to participate in hands-on STEM engagement through making, and
- To celebrate and create opportunities for ALL individuals to be empowered by and educated through the act of making

Co-Founders At-A-Glance

Kipp Bradford: Entrepreneur, technology consultant, and educator. Start-up experience with transportation, consumer products, and medical devices. Co-Organizer of the Rhode Island Maker Faire.

Quincy Brown: Computer Scientist PhD and Faculty and human-computer interaction researcher for broadening participation in computing and STEM.

Brian Jepson: Publisher for Make: Books, and Co-Organizer for Providence Geeks and the Rhode Island Maker Faire.

Dorothy Jones-Davis: PhD neuroscientist with policy interests in leveraging technology and Making to broaden access and participation in STEM Education.

Meredith Lee: Electrical Engineer, human-centered designer, and public-private partnerships enthusiast. Experience with sensors, disaster resilience technologies, and data science.

Yoshi Maisami: Entrepreneur, Product Design & Development Consultant, STEM & Maker Ed Enthusiast, Resident of DC, Co-Founder of INTRIDEA and IDEASPACE.

For more information: info@nationofmakers.org and www.nationofmakers.org



★ National Maker Faire ★

What are some highlights for the National Maker Faire?

1. Pump up the Bass to Douse a Fire

<https://youtu.be/uPVQMZ4ikvM>

George Mason University student inventors demonstrate a fire extinguisher that uses low-frequency sound waves to douse a blaze. Engineering seniors Viet Tran and Seth Robertson now hold a preliminary patent application for their device.

2. Choctaw HS Solar Car

www.cchs.choctawtribalschools.com

The Choctaw Central Solar Car Team is composed of Native American high school students; they will be bringing the solar car that they made and took to the World Solar Car Challenge in Australia.

3. 44 Daughters Dolls

<http://44daughters.com>

Sam Montgomery is a doll maker and holds workshops to teach others to make 44 Daughters Dolls. He was inspired to make the dolls when he was in a music college for kids with learning issues who are gifted in music. His collection suggests what it's like to be a family of people who are all different; he created them to show the world that we are all the same but also our own selves, and we should be accepted for who we are. His collection of dolls promotes diversity, and the 44 Daughters Dolls family has expanded, to include Sons, Same-Sex Couples, Cancer Survivors and Wounded Warriors.

4. Satellite Shelter

http://priyaganadas.in/?page_id=3663 The Satellite Shelter is a collapsible, single person shelter for use in extreme cold; it serves as a low-cost solution to help organizations provide temporary shelter for homeless individuals.

5. The Chaos Machine

<http://chaos.trader.name>

Craig Trader's Chaos Machine is a massive collection of tubes, tracks, motors and other widgets that can be used to move marbles around a build-it-yourself layout. The main components of the machine are produced in kits from Chaos Toy. Everyone is encouraged to change the machine while it is in action!

6. DAI Maker Lab

<http://dai.com/our-work/solutions/dai-maker-lab>

The DAI Maker Lab is applying tools and approaches from the maker movement to DAI's global development work. DAI is integrating makerspaces into its programming; by giving local populations access to the tools and knowledge to develop solutions to local problems, DAI creates opportunities for economic, youth, and work-force development, empowering communities to apply a new kind of hyperlocal technology to the challenges they face.

7. UMBC Pad

<http://www.umbcpad.com>

Amy Hurst's Prototyping and Design Lab (Pad) at the University of Maryland, Baltimore County, has a focus on making, prototyping, and design for the development of assistive technologies. Dr. Hurst's research also focuses on the involvement and empowerment of individuals with physical disabilities in the prototyping and design process to improve the adoption and compliance in the usage of assistive technologies.

8. Kit-Rex

<http://www.kit-rex.com/>

Paper and cardboard dinosaurs of all sizes. The dinosaurs evolve from flat-packed kits, to turn into 3 ft long velociraptors and pterodactyls to Pteranodons with a 7 foot wingspan and a 15 foot long Utahraptor costume. These creatures open the imaginations of people young and old. Some walk, some fly, all inspire!



Contact

For Press Inquiries

★ Contact Details ★

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